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tightly on Noor-Elddeen, who had a camera strung over his right shoulder and was centered in the crosshairs of the Apache's thirty-millimeter automatic cannon.

"Oh yeah," one of the crew members said to the other as he looked at the hanging camera. "That's a weapon."

"Hotel Two-six, this is Crazy Horse One eight," the other crew member radioed in to the 2-16. "Have individuals with weapons."

They continued to keep the crosshairs on Noor-Elddeen as he walked along the street next to another man, who seemed to be leading him. On the right side of the street were some trash piles.

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"Hotel Two-six, this is Crazy Horse One eight," the other crew member radioed in to the 2-16. "Have individuals with weapons."

It was now one minute and four seconds before the first burst.

"Roger that," Hotel 2-6 replied. "We have no personnel east of our position, so you are free to engage. Over."

"All right, we'll be engaging," the other crew member said.

They couldn't engage yet, however, because the Apache's circling had brought it to a point where some buildings now obstructed the view of the men.

"I can't get them now," a crew member said.

Several seconds passed as the lead Apache continued its slow curve around. Now it was almost directly behind the building

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"Yup, he's got one, too," the crew member said, "Hotel Two-six, Crazy Horse One-eight. Have five to six individuals with AK 47s. Request permission to engage."

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appeared to be holding a rocket-propelled grenade launcher. The crosshairs swung now away from Noor Eldeen and toward one of these men.

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that Noor-Eldeen had been guided toward, and the crew members could see someone peering around the corner, looking in their direction and lifting something long and dark. This was Noor Eldeen, raising a camera with a telephoto lens to his eyes.

"He's got an RPG."

"Okay, I got a guy with an RPG."

"I'm gonna fire."

But the building was still in the way.

"Goddamn it."

The Apache needed to circle all the way around, back to an unobstructed view of the street, before the gunner would have a clean shot.

Ten seconds passed as the helicopter continued to curve.

"Once you get on it, just open."

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"Come on, fire."

The others followed his gaze and looked up, too.

The gunner fired.

It was a twenty-round burst that lasted for two seconds.

"Machine gun fire," Kauzlarich said quizzically, a half mile away, as the sky seemed to jerk, and meanwhile, here in east

"Once you get on it, just open—"

Almost around now, the crew could see three of the men. Just a little more to go.

Now they could see five of them.

"You're clear."

Not quite. One last tree was in the way.

"All right."

Ten seconds passed as the helicopter continued to curve.
 "Once you get on it, just open—"
 Almost around now, the crew could see three of the men. Just a little more to go.
 Now they could see five of them.
 "You're clear."
 Not quite. One last tree was in the way.
 "All right."
 There. Now all of the men could be seen. There were nine of them, including Noor-Eldeen. He was in the middle, and the others were clustered around him, except for Chmagh, who was on his cell phone a few steps away.
 "Light 'em all up."
 One second before the first burst, Noor-Eldeen glanced up at the Apache.
 "Come on—fire."
 The others followed his gaze and looked up, too.
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Al-Amin, nine men were suddenly grabbing their bodies. A street blew up around them, seven were now falling to the ground, dead or nearly dead, and two were running away. Chmugh and Nour-Eldeen.

The gunner saw Nour-Eldeen, tracked him in the crosshairs, and fired a second twenty-round burst, and after running perhaps twelve steps, Nour-Eldeen dove into a pile of trash.

"Keep shooting," the other crew member said.

There was a two-second pause, and then came the third burst. The trash all around where Nour-Eldeen lay facedown erupted. A cloud of dirt and dust rose into the air.

"Keep shooting."

There was a one-second pause, and then came the fourth burst. In the cloud, Nour-Eldeen could be seen trying to stand, and then he simply seemed to explode.

All of this took twelve seconds. A total of eighty rounds had been fired. The thirty-millimeter cannon was now silent. The pilot was silent. The gunner was silent. The scene they looked down on was one of swirling and rising dirt, and now, barely visible as some of the swirling dirt began to thin, they saw a person

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"Yeah, look at those dead bastards."

"Good shooting."

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"All right, you're clear," one said.

"All right, I'm just trying to find targets again," another said.

"We have a bunch of bodies laying there."

"All right, we got about eight individuals."

"Yeah, we definitely got some."

"Yeah, look at those dead bastards."

"Good shooting."

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It was Chmugh.

He stood and began to run. "I got him," ~~Chmugh said~~, and now he disappeared inside a fresh explosion of dirt, which rose and mingled with what was already in the air. The Apaches continued firing and the crew members continued to talk.

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"Good shooting."

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"Thank you."

The smoke was gone now and they could see everything clearly: the main pile of bodies, some prone, one on haunches, one folded into impossible angles; Noor-Eldeen on top of the trash; Chmagh lying motionless on his left side.

"Bushmaster Seven, Crazy Horse One-eight," they radioed to Bravo Company, whose soldiers were on their way to the site.

"Location of bodies Mike Bravo Five-four-five-eight-eight-six-one-seven. They're on a street in front of an open courtyard with a bunch of blue trucks, a bunch of vehicles in a courtyard."

"There's one guy moving down there, but he's wounded," someone now said, looking down, scanning the bodies, focusing on Chmagh.

"This is One-eight," the crew member continued on the radio. "We also have one individual who appears to be wounded. Trying to crawl away."

"Roger. We're gonna move down there," Bravo Company replied.

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"This is One-eight," the crew member continued on the radio. "We also have one individual who appears to be wounded. Trying to crawl away."

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"Roger. We'll cease fire," the Apache crew responded and

on Chmagh.

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"Roger. We're gonna move down there," Bravo Company replied.

"Roger. We'll cease fire," the Apache crew responded and continued to watch Chmagh, still alive somehow, who in slow motion seemed to be trying to push himself up. He got partway and collapsed. He tried again, raising himself slightly, but again he went down. He rolled onto his stomach and tried to get up on his knees, but his left leg stayed extended behind him, and when he tried to lift his head, he could get it only a few inches off the ground.

"Do you see a shot?" one of the crew members said.

"Does he have a weapon in his hands?" the other said, aware of the rules governing an engagement.

"No, I haven't seen one yet."

They continued to watch and to circle as Chmagh sank back to the ground.

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Roger. We'll stand by, the Spanish crew responded and continued to watch Chmagh, still alive somehow, who in slow motion seemed to be trying to push himself up. He got partway and collapsed. He tried again, raising himself slightly, but again he went down. He rolled onto his stomach and tried to get up on his knees, but his left leg stayed extended behind him, and when he tried to lift his head, he could get it only a few inches off the ground.

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"All you gotta do is pick up a weapon," another said.
 Now, as had happened earlier, their circling brought them behind some buildings that obstructed their view of the street, and when they were next able to see Chmagh, someone they had glimpsed running up the street was crouching over him, a second man was running toward them, and a Kia passenger van was approaching.

"Bushmaster, Crazy Horse," they radioed in urgently. "We have individuals going to the scene. Looks like possibly picking up bodies and weapons. Break."

The van stopped next to Chmagh. The driver got out, ran around to the passenger side, and slid open the cargo door.

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They had Chmagh at the door now.
 "This is Bushmaster Seven. Go ahead."
 They were pulling Chmagh to his feet.
 "Roger, we have a black bongo truck picking up the bodies. Request permission to engage."
 They were pushing Chmagh into the van.

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"Crazy Horse One-eight. Request permission to engage."

Ready to fire, they waited for the required response from Bravo Company as two of the passersby tried to pick up Chmagh, who was facedown on the sidewalk. One man had Chmagh by the legs. The second man was trying to turn him over onto his back. Were they insurgents? Were they people only trying to

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"Come on! Let us shoot."

Now the second man had hold of Chmagh under his arms.

"Bushmaster, Crazy Horse One-eight," the Apache said again.

But there was still no response as the driver got back in his seat and the two men lifted Chmagh and carried him around the front of the van toward the open door.

"They're taking him."

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"This is Bushmaster Seven. Roger. Engage."

He was in the van now, the two men were closing the door, and the van was beginning to move forward.

"One-eight, clear."

"Come on!"

A first burst.

"Clear."

A second burst.

"Clear."

A third burst.

"Clear."

Ten seconds. Seven rounds. The two men outside of the van

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"Come on!"

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A third burst.

"Clear."

"We need to evac this child," Bravo Seven continued. "She's

"Bushmaster Six, Bravo Seven," a Bravo Company soldier

called over the radio. "I've got eleven Iraqi KIAs, one small child wounded. Over."

The Apache crews were listening.

"Ah, damn," one of them said.

"We need to evac this child," Bravo Seven continued. "She's

abruptly jerked backward, crashed into the wall near the men, and was now enveloped in smoke.

"I think the van's disabled," a crew member said, but to be sure, now came a fourth burst, a fifth, and a sixth—ten more seconds, sixty more rounds—and that, at last, was the end of the shooting.

Now it was a matter of waiting for Bravo Company's soldiers to arrive on the scene, and here they came, in Humvees and on foot, swarming across a thoroughly ruined landscape. The battlefield was theirs now, from the main pile of bodies, to the trash pile with Noor-Eldeen, to the shot-up houses and buildings, to the van—inside of which, among the bodies, they discovered no one alive.

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"Ah, damn," one of them said.

"We need to evac this child," Bravo Seven continued. "She's

got a wound to the belly. Doc can't do anything here. She needs to get evac'd. Over."

"Well, it's their fault for bringing their kids to a battle," a crew member said.

"That's right," the other said, and for a few more minutes they continued to circle and watch.

They saw more Humvees arriving, one of which drove up onto the trash pile, right over the part containing what was left of Noor-Eldeen's body.

"That guy just drove over a body."

"That's her."

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And then they flew on to another part of Al-Amin as more and more Bravo Company soldiers arrived, one of whom was Jay March, the soldier who on the battalion's very first day in Iraq had climbed a guard tower, peeked out at all of the trash, and said quietly and nervously, "We ain't ever gonna be able to find an IED in all this shit."

Since then, March had learned how prophetic he was, especially on June 25, when an FFP killed his friend Andre Craig, Jr. Craig's memorial service had been on July 7, and now, five days later, as March saw all of the bodies scattered around, blown open, insides exposed, so gruesome, so grotesque, he felt—as he would later explain—trippy. It was weird. I was just really

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"That guy just drove over a body."

"Did he?"

"Yeah."

"Well, they're dead, so —"

They watched a soldier emerge from the van cradling the wounded girl and run with her in his arms to the army vehicle that was going to evacuate her to a hospital.

They watched another soldier emerge from the van a few minutes later cradling a second wounded child, this one a little

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very happy. I remember feeling so happy. When I heard they were engaging, when I heard there's thirteen KIA, I was just so happy, because Craig had just died, and it felt like, you know, we got 'em."

As the Apaches peeled off, he and another soldier went through a gate in the wall that the van had crashed into and against which Chmagh had tried to take cover.

There, in the courtyard of a house, hidden from street view, they found two more injured Iraqis, one on top of the other. As March looked closer at the two, who might have been the two who had been lifting Chmagh into the van, who as far as March knew had spent the morning trying to kill American soldiers, he realized that the one on the bottom was dead. But the one on top was still alive, and as March looked eyes with him, the man raised his hands and rubbed his two forefingers together, which March had learned was what Iraqis did when they wanted to signal the word *friends*.

So March looked at the man and rubbed his two forefingers together, too.

And then dropped his left hand and extended the middle finger of his right hand.

And then said to the other soldier, "Craig's probably just sitting up there drinking beer, going, 'Hah! That's all I needed.'"

And that was the day's third version of war.

As for the fourth version, it occurred late in the day, back on the FOB, after Kauzlarich and the soldiers had finished their work in Al-Amin.

They knew by now about Chmagh and Noor-Eldeen.

They had brought back Noor-Eldeen's cameras and examined the images to see if he was a journalist or an insurgent.

Prosecution Exhibit 15 Transcript of Video

00:03 Okay I got it.

00:05 Last conversation Hotel Two-Six.

00:09 Roger Hotel Two-Six, uh, Victor Charlie Alpha. Look, do you want your Hotel Two-Two two element.

00:14 I got a black vehicle under target. It's arriving right to the north of the mosque.

00:17 Yeah, I would like that. Over.

00:21 Moving south by the mosque dome. Down that road.

00:27 Okay we got a target fifteen coming at you. It's a guy with a weapon.

00:32 Roger.

00:39 There's a...

00:42 There's about, ah, four or five...

00:44 Bushmaster Six copy One-Six.

00:48 ...this location and there's more that keep walking by and one of them has a weapon.

00:52 Roger received target fifteen.

00:55 Okay.

00:57 See all those people standing down there.

01:06 Affirmed. And open the courtyard.

01:09 Yeah roger. I just estimate there's probably about twenty of them.

01:13 There's one, yeah.

01:15 Oh yeah.

01:18 I don't know if that's a...

01:19 Hey Bushmaster element, copy on the one-six.

01:21 That's a weapon.

01:22 Yeah.

01:23 Hotel Two-Six; Crazy Horse One-Eight.

01:29 Copy on the one-six, Bushmaster Six-Romeo. Roger.

01:32 Fucking prick.

01:33 Hotel Two-Six this is Crazy Horse One-Eight. Have individuals with weapons.

01:41 Yup. He's got a weapon too.

01:43 Hotel Two-Six; Crazy Horse One-Eight. Have five to six individuals with AK47s.

Request permission to engage.

01:51 Roger that. Uh, we have no personnel east of our position. So, uh, you are free to engage. Over.

02:00 All right, we'll be engaging.

02:02 Roger, go ahead.

02:03 I'm gonna... I can't get 'em now because they're behind that building.

02:09 Um, hey Bushmaster element...

02:10 He's got an RPG.

02:11 All right, we got a guy with an RPG.

02:13 I'm gonna fire.

02:14 Okay.

02:15 No hold on. Let's come around. Behind buildings right now from our point of view....Okay, we're gonna come around.
02:19 Hotel Two-Six; have eyes on individual with RPG. Getting ready to fire. We won't...
02:23 Yeah, we had a guy shoot---and now he's behind the building.
02:26 God damn it.
02:28 Uh, negative, he was, uh, right in front of the Brad. Uh, 'bout, there, one o'clock.
02:34 Haven't seen anything since then.
02:36 Just fuckin', once you get on 'em just open 'em up.
02:38 Roger, I am.
02:40 I see your element, uh, got about four Humvees, uh, out along...
02:43 You're clear.
02:44 All right, firing.
02:47 Let me know when you've got them.
02:49 Lets shoot.
02:50 Light 'em all up.
02:52 Come on, fire!
02:57 Roger. Keep shooting, keep shooting.
02:59 keep shooting.
03:02 keep shooting.
03:05 Hotel.. Bushmaster Two-Six, Bushmaster Two-Six, we need to move, time now!
03:10 All right, we just engaged all eight individuals.
03:12 Yeah, we see two birds and we're still firing.
03:14 Roger.
03:15 I got 'em.
03:16 Two-six, this is Two-Six, we're mobile.
03:19 Oops, I'm sorry what was going on?
03:20 God damn it, Kyle.
03:23 All right, hahaha, I hit 'em...
03:28 Uh, you're clear.
03:30 All right, I'm just trying to find targets again.
03:38 Bushmaster Six, this is Bushmaster Two-Six.
03:40 Got a bunch of bodies layin' there.
03:42 All right, we got about, uh, eight individuals.
03:46 Yeah, we got one guy crawling around down there, but, uh, you know, we got, definitely got something.
03:51 We're shooting some more.
03:52 Roger.
03:56 Hey, you shoot, I'll talk.
03:57 Hotel Two-Six; Crazyhorse One-Eight.
04:01 Crazyhorse One-Eight; this is Hotel Two-Six. Over.
04:03 Roger. Currently engaging approximately eight individuals, uh KIA, uh RPGs, and AK-47s.

04:12 Hotel Two-Six, you need to move to that location once Crazyhorse is done and get pictures. Over.
04:20 Six beacon gaia.
04:24 Sergeant Twenty is the location.
04:28 Hotel Two-Six; Crazyhorse One-Eight.
04:31 Oh, yeah, look at those dead bastards.
04:36 Nice.
04:37 Two-Six; Crazyhorse One-Eight.
04:44 Nice.
04:47 Good shoot.
04:48 Thank you.
04:53 Hotel Two-Six.
04:55 Hotel Two-Six; Crazyhorse One-Eight.
05:03 Crazyhorse One-Eight; Bushmaster Seven. Go ahead.
05:06 Bushmaster Seven; Crazyhorse One-Eight. Uh, location of bodies, Mike Bravo five-four five-eight eight-six-one-seven.
05:15 Hey, good on the uh...
05:17 Five-four-five-eight eight-six-one-seven. Over.
05:21 This is Crazyhorse One-Eight, that's a good copy. They're on a street in front of an open, uh, courtyard with a bunch of blue uh trucks, bunch of vehicles in the courtyard.
05:30 There's one guy moving down there but he's uh, he's wounded.
05:35 All right, we'll let 'em know so they can hurry up and get over here.
05:40 One-Eight, we also have one individual, uh, appears to be wounded trying to crawl away.
05:49 Roger, we're gonna move down there.
05:51 Roger, we'll cease fire.
05:54 Yeah, we won't shoot anymore.
06:01 He's getting up.
06:02 Maybe he has a weapon down in his hand?
06:04 No, I haven't seen one yet.
06:07 I see you guys got that guy crawling right now on that curb.
06:08 Yeah, I got him. I put two rounds near him, and you guys were shooting over there too, so uh we'll see.
06:14 Yeah, roger that.
06:16 Bushmaster Thirty-Six Element; this is uh Hotel Two-Seven over.
06:21 Hotel Two-Seven; Bushmaster Seven go ahead.
06:24 Roger I'm just trying to make sure you guys have my turf, over.
06:31 Roger we got your turf.
06:33 Come on, buddy.
06:38 All you gotta do is pick up a weapon.
06:44 Crazyhorse this is Bushmaster Five, Bushmaster Four break. We are right below you right time now can you walk us onto that location over.
06:54 This is Two-Six roger. I'll pop flares. We also have one individual moving. We're looking

for weapons. If we see a weapon, we're gonna engage.
07:07 Yeah Bushmaster, we have a van that's approaching and picking up the bodies.
07:14 Where's that van at?
07:15 Right down there by the bodies.
07:16 Okay, yeah.
07:18 Bushmaster; Crazyhorse. We have individuals going to the scene, looks like possibly uh picking up bodies and weapons.
07:25 Let me engage.
07:28 Can I shoot?
07:31 Roger. Break. Uh Crazyhorse One-Eight request permission to uh engage
07:36 Picking up the wounded?
07:38 Yeah, we're trying to get permission to engage.
07:41 Come on, let us shoot!
07:44 Bushmaster; Crazyhorse One-Eight.
07:49 They're taking him.
07:51 Bushmaster; Crazyhorse One-Eight.
07:56 This is Bushmaster Seven, go ahead.
07:59 Roger. We have a black SUV-uh Bongo truck picking up the bodies. Request permission to engage.
08:02 Fuck.
08:06 This is Bushmaster Seven, roger. This is Bushmaster Seven, roger. Engage.
08:12 One-Eight, engage.
08:12 Clear.
08:13 Come on!
08:17 Clear.
08:20 Clear.
08:21 We're engaging.
08:26 Coming around. Clear.
08:27 Roger. Trying to uh...
08:32 Clear.
08:35 I hear 'em co.. I lost 'em in the dust.
08:36 I got 'em.
08:41 I'm firing.
08:42 This is Bushmaster Forty got any BDA on that truck. Over.
08:44 You're clear.
08:47 This is ah Crazyhorse. Stand by.
08:47 I can't shoot for some reason.
08:49 Go ahead.
08:50 I think the van's disabled.
08:53 Go ahead and shoot it.
08:54 I got an azimuth limit for some reason
09:00 Go left.

09:03 Clear left.
 09:15 All right, Bushmaster Crazyhorse One-Eight.
 09:20 A vehicle appears to be disabled.
 09:22 There were approximately four to five individuals in vehicle moving bodies.
 09:28 Your lead Bradley should take the next right.
 09:31 That's cruising east down the road.
 09:34 No more shooting.
 09:38 Crazyhorse; this is Bushmaster Four. We're moving a dismounted element straight south through the Bradleys.
 09:44 I have your Elem- uh, Bradley element turning south down the road where the engagements were.
 09:53 Last call on station's uh Bradley element say again.
 09:56 Roger this is Crazyhorse.
 09:58 Your lead Bradley just turned south down the road where all the engagements happened.
 10:03 Should have a van in the middle of the road with about twelve to fifteen bodies.
 10:11 Oh yeah, look at that. Right through the windshield!
 10:14 Ha ha!
 10:16 All right. There were uh approximately four to five individuals in that truck, so I'm counting about twelve to fifteen.
 10:24 I would say that's a fairly accurate assessment so far.
 10:27 Roger that.
 10:29 I want to just be advised Six, Bushmaster Six are getting mounted up right now.
 10:35 Okay, roger. Hey, we can't flex down that road towards that, uh, where Crazyhorse engaged.
 10:43 So, uh, I don't know if you want us to do so or stay put. Over.
 10:46 Why can't they go down there?
 10:56 I think we whacked 'em all.
 10:58 That's right, good.
 10:59 This is Hotel Two-Six.
 11:03 Hey you got my dismounted element right there over to your left.
 11:06 Roger, I see 'em.
 11:11 Hey yeah, roger, be advised, there were some guys popping out with AKs behind that dirt pile break.
 11:19 We also took some RPGs off, uh, earlier, so just uh make sure your men keep your eyes open.
 11:26 Roger.
 11:27 And, uh, Bushmaster ahead are, uh, Hotel Two-Six; Crazyhorse One-Eight.
 11:33 Crazyhorse One-Eight; this is Hotel Two-Six.
 11:35 Yeah Two-Six; Crazyhorse One-Eight.
 11:37 Uh, location I have about twelve to fifteen dead bodies.
 11:42 Uh, where else are we taking fire from?
 11:48 Currently we're not being engaged, ah, but just south of that location. Break.

11:55 You should see dismounted elements with Humvees moving to the east, over.
12:01 This is Crazyhorse One-Eight; we have elements in sight.
12:05 Bushmaster Three-Six.
12:07 I'm gonna get down a little lower.
12:09 All right.
12:10 I'm gonna come down a little lower and take a quick gander.
12:13 Roger that.
12:14 Six; this is four. We're headed to the area where Crazyhorse engaged.
12:26 Bushmaster Six; this is Hotel Two-Six.
12:28 Request to go to the south to our original BP so if you flushed them to the south we will be there to uh intercept over.
12:39 Hey this is Bushmaster Seven; we're coming up on B... on the ass end of the Brads.
12:54 Hey uh, Bushmaster Element; this is Copperhead One-Six break.
13:00 We're moving in the vicinity of the engagement area and looks like we've got some slight movement from ah, the ah van that was engaged.
13:06 Looks like a kid. Over.
13:11 This is Bushmaster Seven. roger. Uh, we're about a hundred meters behind you.
13:16 Got that big pile, to the right?
13:18 Roger, you gonna pull in here? Do you want me to push stuff so you can, uh, get clear of it?
13:21 Right on the corner?
13:22 What's that?
13:23 Got that big pile of bodies to the right, on the corner?
13:24 Yeah, right here.
13:25 We got a dismounted infantry and vehicles, over.
13:30 Again, roger.
13:31 And clear.
13:48 There's the Bradley right there.
13:51 Got 'em.
14:00 Hotel two-six; are you uh at this grid over?
14:05 Yeah I wanted to get you around so didn't you just get that one dude to scare them all away. It worked out pretty good.
14:11 I didn't want those fuckers to run away and scatter.
14:12 Yeah.
14:15 Bushmaster Six; Hotel Two-Six. Roger, we linked up with our two element they are all mounted up in our trucks break.
14:23 We moved south so that we could ah possibly intercept personnel being flushed south. So we are vicinity Fifth Street.
14:30 And ah phase line Gadins. Over.
14:37 Bring the trucks in, cordon this area off.
14:39 Can we move the Bradley forward so we can bring trucks in and cordon off this area.
14:44 If the Bradleys could take the south cordon, that could help out a lot.

14:53 Bushmaster or element. Which Element called in Crazyhorse to engage the eight-element eight-men team on top of a roof?

15:02 Bushmaster Six; this is Hotel Two-Six. Uh, I believe that was me.

15:07 They uh had AK-47s and were to our east, so, where we were taking small arms fire. Over.

15:20 Hotel Crazyhorse One-Eight.

15:26 Crazyhorse One-Eight; this is Hotel Two-Six.

15:28 Yeah Two-Six. One-Eight I just also wanted to make sure you knew that we had a guy with an RPG cropping round the corner getting ready to fire on your location.

15:36 That's why we ah, requested permission to engage.

15:40 Ok, roger that. Tango mike.

15:46 Hotel Two-Six; do you understand me, over?

15:51 I did not copy last, uh, you got stepped on. Say again please?

16:00 They cordoned off the building that the helicopters killed the personnel on.

16:04 Don't go anywhere else we need to cordon off that building so we can get on top of the roof and SSC the building. Over.

16:13 Hotel Two-Six; Crazyhorse One-Eight.

16:16 This is Hotel Two-Six.

16:19 Hey, whoever was talking about rooftops, know that all the personnel we engaged were ground level. I say again ground level.

16:27 Roger I copy ground level. Over.

16:30 One-Eight roger.

16:33 Can I get a grid to that one more time please?

16:36 Target twenty.

16:36 Roger.

16:40 You want me to take over talking to them?

16:42 S'alright.

16:46 Seven-Six Romeo Over.

16:49 Roger, I've got uh eleven Iraqi KIAs. One small child wounded. Over.

16:57 Roger. Ah damn. Oh well.

17:04 Roger, we need, we need a uh to evac this child. Ah, she's got a uh, she's got a wound to the belly.

17:10 I can't do anything here. She needs to get evacuated. Over.

17:18 Bushmaster Seven, Bushmaster Seven; this is Bushmaster Six Romeo.

17:20 We need your location over.

17:25 Roger, we're at the location where Crazyhorse engaged the RPG tire break.

17:37 Grid five-four-five-eight.

17:46 Well it's their fault for bringing their kids into a battle.

17:48 That's right.

17:56 Got uh, eleven.

18:01 Yeah uh, roger. We're monitoring.

18:02 Sorry.

18:04 No problem.
18:07 Correction eight-six-one-six.
18:16 Looking for more individuals-south.
18:18 Bushmaster Six-Bushmaster Seven.
18:29 That guy just drove over a body.
18:31 Ha, ha, did he?
18:32 Yeah.
18:37 Maybe it was just a visual illusion, but it looked like it.
18:41 Well, they're dead, so.
18:44 Bushmaster Six; Hotel Two-Six over.
18:56 Six; this is Four. I got one individual looks like he's got an RPG round laying underneath him. Break.
19:05 Probably like to get...
19:10 Look at that.
19:12 Bushmaster Six; Hotel Two-Six over.
19:29 Bushmaster Six; Romeo Hotel Two-Six over.
19:44 Bushmaster Six; Hotel Two-Six over.
19:56 Hotel Two-Six; Bushmaster Seven co-located with Six.
20:08 Hotel Two-Six; Bushmaster Seven.
20:10 Bushmaster Seven; Hotel Two-Six over.
20:14 Roger, we got a little girl who needs to be evaced. What's your location over?
20:22 On route Gadins, I am all the way to the south. So I am Gadins and Fifth Street.
20:28 I say again Gadins and Fifth Street, over.
20:40 Bushmaster Seven; Hotel Two-Six. Do you want us to push to your location?
20:55 Hey, uh, I need to get the Brads to drop rads I got a wounded girl we need to take her to Rustamyan.
21:04 Bushmaster Seven; Hotel Two-Six. Do you want us to move to your location over?
21:30 Bushmaster Six; Hotel Two-Six over.
21:34 Hotel Two-Six; this is Bushmaster Seven. Roger, come to our location.
21:39 Okay, roger, we're moving up north on Gadins and then we will push east to your location.
22:06 Bushmaster elements be advised we have friendlies coming from the south to your location. Over.
22:13 All right, got 'em moving up from the south.
22:35 Bushmaster elements be advised we are coming up from the east over.
23:49 Hey One-Two; follow me over. I'm going to try and get out of here as quickly as possible.
24:10 You guys all right back there?
24:13 Yeah, we're with you.
24:35 Lotta guys down there.
24:37 Oh yeah.
24:37 Came out of the woodwork.
24:38 This is Operation, ah, Operation Secure.
25:16 Yeah we have fifty rounds left.

25:17 Yep.
25:19 Two-Six; Six Romeo over.
25:21 Two-Six; Romeo over.
25:23 Hey roger, what's your current location over?
25:47 Six; speak it's Romeo.
25:50 Three-Six Romeo; Six Romeo over.
25:52 Roger, at the six once it's back on this guy.
25:56 Lost him.
26:00 What's he got for us?
26:01 Stand by.
26:06 Hotel Two-Six; Crazyhorse One-Eight.
26:21 Hey, did you got action on that target yet over?
26:25 Speak to Charlie roger.
26:32 Hotel Two-Six; Crazyhorse One-Eight.
26:55 Bushmaster Six; Crazyhorse One-Eight.
26:59 Roger, you have traffic over.
27:02 Roger. Uh, just wondering if you had anything else you wanted us to drive on?
27:08 Yeah roger keep on, ah, for the time being over.
27:11 Six calls Six Romeo. Can you tell battalion that two civilian children casualties are coming back to Rustamyan in the Bradley over.
27:26 Six calls Six Romeo.
27:29 Bushmaster Six Copper White Six.
27:32 Copperhead White Six; this is Bushmaster Six Romeo over.
27:36 Roger, that's a negative on the evac of the two, ah, civilian, ah, kids to, ah, rusty they're going to have the IPs link up with us over here. Break. IPs will take them up to a local hospital over.
27:50 That's a good copy over.
27:54 One six over.
28:08 Where they're all going to.
28:10 Say again?
28:12 Where all those dismounts are going to?
28:18 Going into this hous-. Sorry
29:29 Three Six, Three Six; Bushmaster Six Romeo over.
29:37 Six Romeo, Six Romeo.
29:39 Roger, Bushmaster Seven wants an up on all personnel in your platoon over.
29:44 Roger.
30:08 ...friendlies on the roof.
30:10 Crazyhorse One-Eight; this is Bushmaster Four over.
30:12 Bushmaster Four; this is Crazyhorse One-Eight.
30:15 Roger, I can ah hear small arms fire from your engagement area at two zero zero zero ah about three hundred meters from that objective over.

30:27 Crazyhorse; from what I understand small arms fire at two zero zero zero degrees about two hundred meters.
30:39 Just to the southwest.
30:41 Yup.
30:49 Right about where we engaged.
30:51 Yeah, One of them with that RPG or whatever.
30:55 He's got a weapon. Got an RK--AK 47.
30:58 Hotel Two-Six; Crazyhorse One-Eight.
31:02 Gonna lose him.
31:03 Crazyhorse One-Eight this is Hotel Two-Six over.
31:08 Roger, have another individual with a weapon.
31:10 Dammit, they're in the same building.
31:12 Hey roger that, just make sure that ah, you're firing from west to east over.
31:16 Just went in the building.
31:18 Crazyhorse Three and Four will be on their way.
31:21 The individual walked into the building previously past grid. So there's at least six individuals in that building with weapons.
31:30 We can put a missile in it.
31:31 If you'd like, ah, Crazyhorse One-Eight could put a missile in that building.
31:46 It's a triangle building. Appears to be ah, abandoned.
31:51 Yeah, looks like it's under construction, abandoned.
31:52 Appears to be abandoned, under construction.
31:56 Uh, like I said, six individuals walked in there from our previous engagement.
32:01 Crazyhorse One-Eight; this is Bushmaster Six Romeo. If you've PIDed the individuals in the building with weapons, go ahead and engage the building over.
32:08 Crazyhorse One-Eight; will be coming up north to south engaging with Hellfire.
32:13 All right, I'm going to do manual.
32:17 All right, we've been cleared to engage with...
32:18 This is Bushmaster Six Romeo. Crazyhorse One Eight is going to be engaging north to south with Hellfire missiles over.
32:24 This is Hotel Two-Six. Roger.
32:26 All right, you ready?
32:27 No, I'm trying to get over to the November. Trying to find the fucking...
32:33 This is Bushmaster Six. Has that RPG round been extended already or is it still live, over.
32:38 Looks live to me.
32:40 Let me know when you're going to fire.
32:44 All right, I'm fucking having a brain fart. Where's the man advancement?
32:48 You got one on the clutch on the bottom left on your left door.
32:54 Roger let me stand by.
32:57 Got it?
32:59 No.
33:03 All right.

33:09 Let me just put a kilo in there.
33:12 Ok.
33:15 Got it?
33:21 Put a kilo in?
33:22 All right, let me get back.
33:26 I'm gonna come around, get some more distance.
33:27 Roger that, you're clear.
33:33 Got more individuals in there.
33:36 You wanna hit from north to south or you wanna go from west to east? I don't wanna fire with the friendlies right there, you know.
33:41 Yeah, go north to south.
33:53 Right, come around, right.
33:56 I'm just gonna put one or two in, if they want any more.
34:09 Right.
34:12 Found the missile.
34:15 Roger, I'll get you in this straight.
34:16 You're clear.
34:17 I'm tiring.
34:26 Target hit.
34:28 It was a missile.
34:29 Left.
34:32 You're clear. I'm above you.
34:36 Crazyhorse One-Eight; was that explosion you engaging over?
34:38 Crazyhorse One Eight, roger. Engaging building with one hellfire.
34:46 Let's come around and we'll clear the smoke. We'll fire one more.
34:50 Hey uh, we're going to wait for the smoke to clear.
34:52 Yes Crazyhorse One Eight now. We're going to put one more missile into the building.
34:57 Yeah, did it ah, go in the building? I see the wall knocked out of the way.
34:59 Yeah, it went in.
35:01 Bushmaster Six Romeo; this is Hotel Two-Six. Yeah roger, that was Crazyhorse engaging with one Hellfire over.
35:10 Yeah roger, I got a November if you want.
35:12 Fire away.
35:13 You want us to fire?
35:18 You ready?
35:19 Yep.
35:20 Bushmaster Six Romeo. They are going to engage ah, with one more Hellfire in that building.
35:24 Uh shit, why I do I have AP flashing on there?
35:47 We're not even going to watch this fucking shit?
35:49 Till next one. It won't come around, I need a little more distance.
35:53 Still want me to shoot?

35:57 You guys, following hot.
35:59 Roger.
36:13 You are clear.
36:14 Roger.
36:16 You going to bring up the missile?
36:18 Roger.
36:19 And firing.
36:20 Come down? There you go.
36:23 Fire.
36:24 All right.
36:28 I've got, ah backscatter.
36:30 All right, come around.
36:32 Roger.
36:34 Coming around left, backscatter.
36:53 There it goes! Look at that bitch go!
36:56 Patoosh!
37:03 Ah, sweet.
37:07 Need a little more room.
37:09 Nice missile.
37:11 Does it look good?
37:12 Sweet.
37:16 Uh, you ready?
37:18 Roger.
37:30 There's a lot of dust.
37:36 Crazyhorse One-Eight; this is Hotel Two-Six. Was there a BDA?
37:40 This is Crazyhorsc One-Eight. Stand by, engaging with another Hellfire.
37:43 All right.
37:45 You're clear.
37:47 Lemme know when I'm clear.
37:50 Roger that.
37:59 Alright, he wasn't.
38:02 Hotel Two-Six; Crazyhorse One-Eight.
38:07 Go ahead, Crazyhorse One-Eight.
38:09 Roger, building destroyed. Engaged with three hellfire missiles.